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Amendments to the Claims

The listing of claims will replace all prior versions, and listings of claims, in the application.

Listing of Claims

1. (currently amended) A method for improving the processing of a plurality of queued interactive animation over a computer network having a client and a server, comprising:

- a) forming a queue of ~~server-messages~~ from the server at the client;
- b) adding ~~received server-messages~~ received from the server to the queue;
- c) calculating ~~the~~ a minimum deadline of the ~~server~~ messages in the queue;
- d) calculating ~~a~~ the time required to play all the currently queued animations; and
- e) if the time required to play all the currently queued animations is greater than the minimum deadline of the ~~server-messages~~ in the queue, accelerating the animation.

2. (currently amended) A method for improving the processing of a plurality of queued interactive animation over a computer network between first and second clients, comprising:

- a) forming a queue of messages from the first client at the second client;
- b) adding messages received from the first client to the queue at the second client;
- c) calculating ~~a~~ the minimum deadline of the messages in the queue;
- d) calculating ~~a~~ the time required to play all the currently queued animations; and
- e) if the time required to play all the currently queued animations is greater than the minimum deadline of the messages in the queue, accelerating the animation.

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3. (currently amended) A computer program product for improving the processing of a plurality of queued interactive animation over a computer network having a client and a server, the computer program product comprising:

a) a computer usable medium having computer readable program code means embodied in the medium for forming a queue of messages from the server first client at the second client;

b) the computer usable medium having computer readable program code means embodied in the medium, adding ~~received server~~ messages received from the server to the queue;

c) the computer usable medium having computer readable program code means embodied in the medium for calculating ~~a~~ the minimum deadline of the ~~server~~ messages in the queue;

d) the computer usable medium having computer readable program code means embodied in the medium for calculating ~~a~~ the time required to play all the currently queued animations; and

e) the computer usable medium having computer readable program code means embodied in the medium for determining if the time required to play all the currently queued animations is greater than the minimum deadline of the ~~server~~ messages in the queue, and if it is, accelerating the animation.

4. (currently amended) A computer program product for improving the processing of a plurality of queued interactive animation over a computer network between a first client and a second client, the computer program product comprising:

a) a computer usable medium having computer readable program code means embodied in the medium for forming a queue of ~~server~~ messages from the first client at the second client;

b) the computer usable medium having computer readable program code means embodied in the medium, adding received from the first client messages to the queue at the second client;

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c) the computer usable medium having computer readable program code means embodied in the medium for calculating ~~a~~ the minimum deadline of the messages in the queue;

d) the computer usable medium having computer readable program code means embodied in the medium for calculating ~~a~~ the time required to play all the currently queued animations; and

e) the computer usable medium having computer readable program code means embodied in the medium for determining if the time required to play all the currently queued animations is greater than the minimum deadline of the messages in the queue, and if it is, accelerating the animation.

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